16. (Currently Amended) A method for a player to play playing a gambling device game comprising the steps of:

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providing a gambling device comprising coin acceptance, computer controls, random symbols displayed to the player and game play means interconnected to a power supply;

activating inserting coins, currency or compons to activate said gambling device;

playing a base video slot machine game having a first paytable, the first paytable based upon display of various symbol combinations;

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activating a subsequent <u>video</u> blackjack game by achieving a first <u>symbol</u> one or more predetermined <u>symbols</u> in said base video slot machine game, in which video blackjack game the player is dealt a player hand of conventional playing card <u>symbols</u> having a player's total point score and a dealer is dealt a dealer hand of conventional playing card <u>symbols</u> having a dealer's total point score;

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paying the player according to a second paytable one or more paytables if a given result is achieved on said gambling device;

the second paytable having at least a first payback multiple for a first player hand and a second payback multiple for a second player hand and third payback multiple for a third player hand.

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17. (Original) The method of claim 16 wherein playing said base video slot machine game is a form of draw poker.

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19. (Cancelled)

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- 20. (Currently Amended) The method of claim 16 19 wherein the player must beat blackjack players beating the dealer to be are paid according to their point score.
- 21. (Currently Amended) The method of claim 20 wherein the <u>first payback multiple</u>

 is player is paid a greater <u>multiple than the second payback multiple and the first payback</u>

 multiple is paid for <u>amount for beating the dealer with a lower total point score than the total</u>

 point score for which the second payback multiple is paid, with a higherpoint score.
 - 22. (Currently Amended) The method of claim 20 wherein the <u>payback multiple</u> is player is paid a different amount for beating the dealer with each different possible player hand on the second paytable point score.
 - 23. (Original) The method of claim 20 wherein said blackjack paytable includes paying a prize for not beating the dealer.
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24. (Currently Amended) A method for playing a gambling device game comprising the steps of:

providing a gambling device comprising coin acceptance, computer controls and game
play means interconnected to a power supply;

- inserting coins, currency or coupons to activate said gambling device;
- qualifying for the right to play a blackjack game by achieving one or more predetermined
- 5 events in said gambling device;

---- activating a blackjack game;

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playing a Blackjack game in which a dealer and a player are each dealt a plurality of conventional cards having point values thereon and the player wins if a point total of the player's cards is greater than a point total of the dealer's cards but does not exceed 21 total points, and the player also wins if the point total of the dealer's cards exceeds 21 but the point total of the player's cards does not exceed 21:

paying the player according to a paytable, the paytable having first, second and third payback multiples depending upon the point total of the player's cards. if a given result is achieved on said blackjack game.

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- 25. (Cancelled)
- 26. (Currently Amended) The method of claim 24 wherein the player is paid according to their point total score.

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27. (Currently Amended) The method of claim 26 wherein the <u>first payback multiple</u> is player is paid a greater <u>multiple</u> than the second payback multiple and is paid for amount for

winning with a lower total point score than the total point score for which the second payback multiple is paid, with a higher point score.

- 28. (Currently Amended) The method of claim 26 wherein the <u>payback multiple</u> is player is paid different amounts for winning with each different possible <u>player total</u> point score.
 - 29. (Original) The method of claim 26 wherein said paytable includes paying a prize on a losing hand.
- 30. (Currently Amended) A method for playing a video gambling device comprising the steps of:

providing a gambling device comprising computer controls, currency handling equipment and a video display;

activating said gambling device by committing a bet;

qualifying for the right to play a blackjack game;

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activating a blackjack game in which a dealer and a player are each dealt a plurality of conventional cards having point values thereon and the player wins if a point total of the player's cards is greater than a point total of the dealer's cards but does not exceed 21 total points, and the player also wins if the point total of the dealer's cards exceeds 21 but the point total of the player's cards does not exceed 21:

wherein, if the player wins then the blackjack game that pays the player according to a paytable;

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paying the player according to said paytable if a predetermined result is achieved on said blackjack game;

wherein the paytable offers an average return greater than 100%.

- The A method of claim 30 wherein said qualifying for the 31. (Currently Amended) 5 right to play a blackjack game is made by achieving a predetermined event in a first game portion of said video gambling device.
- The A method of claim 30 wherein said paytable includes a 32. (Currently Amended) schedule of paying events and awards that are a multiple of the bet. 10
 - 33. (Currently Amended) The method of claim 32 wherein said awards include a first award which is are greater than a second award, the first award made for winning the Blackjack game with a lower first total point score of the player's cards which is lower then the second total point score for which the second award is paid than with a higher point score.
 - 34. (Original) The method of claim 32 wherein the paytable includes paying a prize on a losing hand.
- 20 35. (Cancelled)

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